Amendments to the Claims:

The following claims will replace all prior versions of the claims in this application (in the unlikely event that no claims follow herein, the previously pending claims will remain):

1. (Original) A method for transmitting state information in a client-server based networked virtual environment in which a plurality of client computers are connected to a server computer through a network, comprising the steps of:

measuring distances between a shared object and client avatars corresponding to the client computers in the client-server based networked virtual environment; and

adjusting transmission rates of state renewal information from the server computer to the client computers according to the measured distances.

2. (Original) The method of claim 1, wherein said distance measuring step is selectively performed according to a result of determination after determining whether an event occurs by periodically checking a timer for generating an event message, further comprising the step of transmitting state renewal information to the client computers through the network on the basis of the adjusted transmission rate.

3. (Original) The method of claim 1, wherein said transmission rate adjusting step comprises the steps of,

calculating periods of occurrence of an event of the timer on the basis of the measured distances, and

replacing a period of occurrence of an event of the timer with the calculated periods.

4. (Original) The method of claim 3, wherein said event occurrence period calculating step is performed in such a way that as the measured distance is decreased, the period of occurrence of an event is calculated to be shorter, thereby increasing the transmission rate of state renewal information for the corresponding client avatar.

5. (Original) A method for transmitting state information in a client-server based networked virtual environment in which a plurality of client computers are connected to a server computer through a network, comprising the steps of:

checking whether a shared object varies in its state, and calculating an error value between a varied actual state value and a value predicted by a corresponding client computer if the shared object is varied in state;

measuring a distance between the shared object and a client avatar corresponding to the client computer using coordinate values;

calculating a dead reckoning threshold value with the measured distance taken into account; and

comparing the calculated error value with the calculated threshold value, and selectively transmitting state renewal information according to a result of the comparison.

6. (Original) The method of claim 5, wherein said threshold value calculating step is performed in such a way that as the measured distance is decreased, the threshold value is calculated to be smaller, thereby increasing the transmission rate of state renewal information for the corresponding client avatar.